

FILEID**DBGEXC

K 12

DDDDDDDDDD DDDDDDDDDD BBBBBBBBBB BBBBBBBBBB GGGGGGGGGG GGGGGGGGGG EEEEEEEEEE EEEEEEEEEE XX XX XX XX CCCCCCCCCC
DD DD BB BB GG GG EE EE XX XX XX XX CC
DD DD BB BB GG GG EE EE XX XX XX XX CC
DD DD BB BB GG GG EE EE XX XX XX XX CC
DD DD BB BB GG GG EE EE XX XX XX XX CC
DD DD BBBBBBBBBB GG EE EEEEEEEE XX XX XX CC
DD DD BBBBBBBBBB GG EE EEEEEEEE XX XX XX CC
DD DD BB BB GG GGGGGGGG EE EE XX XX XX CC
DD DD BB BB GG GGGGGGGG EE EE XX XX XX CC
DD DD BB BB GG GG EE EE XX XX XX XX CC
DDDDDDDDDD BBBBBBBBBB GGGGGGGG EEEEEEEEEE XX XX XX XX CCCCCCCCCC

A 10x10 grid of letters. The letters are arranged in a pattern where 'L' appears in the first four columns, 'S' appears in the last two columns, and 'T' appears in the middle four columns. The 'L' pattern is on the left, 'T' is in the center, and 'S' is on the right.

```

1 0001 0 MODULE DBGEXC (IDENT = 'V04-000') =
2 0002 0
3 0003 1 BEGIN
4 0004 1
5 0005 1 *****
6 0006 1
7 0007 1 * COPYRIGHT (c) 1978, 1980, 1982, 1984 BY
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24 0024 1
25 0025 1
26 0026 1
27 0027 1
28 0028 1 * WRITTEN BY
29 0029 1 Carol Peters, 05 Oct 1976: Version 01
30 0030 1
31 0031 1 * MODULE FUNCTION
32 0032 1 This module contains DEBUG's Primary Exception Handler and associated
33 0033 1 routines. DEBUG's Primary Handler is actually located in module
34 0034 1 DBGSTART, but that code calls DBGSEXCE_HANDLER in this module to do
35 0035 1 most of the work of handling primary exceptions.
36 0036 1
37 0037 1 * Revision History
38 0038 1 R. Title May 1983 Most of the original code was
39 0039 1 P. Sager Aug 1983 removed from this module.
40 0040 1 P. Sager Aug 1983 Added a read error count to force
41 0041 1
42 0042 1
43 0043 1
44 0044 1
45 0045 1
46 0046 1
47 0047 1 REQUIRE 'SRC$:DBGPROLOG.REQ';
48 0181 1
49 0182 1 LIBRARY 'LIBS:DBGGEN.L32';
50 0183 1
51 0184 1 FORWARD ROUTINE
52 0185 1 DBGSCREATE VIRTUAL_KEYBOARD,
53 0186 1 DBGSCOMMAND PROC :NOVALUE,
54 0187 1 DBGSEXCE_HANDLER,
55 0188 1 DBGSEXCEPTION IS FAULT,
56 0189 1 DBGSPUTMSG : NOVALUE;
57 0190 1

```

```

59      0191 1 EXTERNAL ROUTINE
60      0192 1   DBG$INIT STEP : NOVALUE,
61      0193 1   DBG$KEY_INITIALIZE: NOVALUE,
62      0194 1   DBG$SET_STP_LVL : NOVALUE,
63      0195 1   DBG$REL_MEMORY : NOVALUE,
64      0196 1   DBG$GET_MEMORY,
65      0197 1   DBG$OUT_MESSAGE : NOVALUE,
66      0198 1
67      0199 1   DBG$NCONTROL : NOVALUE,
68      0200 1   DBG$CIS_ADD,
69      0201 1   DBG$CIS_REMOVE,
70      0202 1   DBG$FINAL_HANDLE,
71      0203 1   DBG$SCR_GENERATE_SCREEN: NOVALUE,
72      0204 1   DBG$SCR_OUTPUT_SCREEN: NOVALUE,
73      0205 1   DBG$EXCEPTION_HANDLER,
74      0206 1   DBG$ACTIVATE_EVENTS : NOVALUE,
75      0207 1   SMG$CREATE_KEY_TABLE,
76      0208 1   SMG$CREATE_VIRTUAL_KEYBOARD,
77      0209 1   SMG$READ_COMPOSED_LINE,
78      0210 1   SYSSPUTMSG: ADDRESSING_MODE(GENERAL);! System output message routine
79      0211 1
80      0212 1 EXTERNAL
81      0213 1   DBG$GB_KEYPAD_INPUT: BYTE, ! TRUE if keypad input is enabled
82      0214 1   DBG$GL_KEYBOARD_ID,
83      0215 1   DBG$GB_LANGUAGE: BYTE, ! Language setting
84      0216 1   DBG$GL_KEY_TABLE_ID,
85      0217 1   DBG$GB_DEF_OUT: VECTOR[BYTE],
86      0218 1   DBG$GL_EXIT_STATUS, ! Current OUTPUT configuration
87      0219 1   DBG$GL_INPRAB: BLOCK[BYTE], Last known user error status
88      0220 1   DBG$GL_OUTPRAB: BLOCK[BYTE], RAB for 'INPUT'
89      0221 1   DBG$GL_LOGRAB: BLOCK[BYTE], RAB for 'OUTPUT'
90      0222 1   DBG$GL_LOG_BUF, RAB for LOG file
91      0223 1   DBG$GL_READERR_CNT, Ptr to log filespec
92      0224 1   DBG$GL_SCREEN_MODE, Read error count
93      0225 1   DBG$GL_CISHEAD: REF CISSLINK, Set to TRUE if screen mode is active
94      0226 1   DBG$GV_CONTROL: DBG$CONTROL_FLAGS; Head of command input stream
95      0227 1   ! DEBUG control bits
96      0228 1 ! Declare a global which is used to store the address of the exit handler
97      0229 1 routine declared by SMG$CREATE_VIRTUAL_KEYBOARD.
98      0230 1
99      0231 1 GLOBAL
100     0232 1   DBG$GL_SMG_EXIT_HANDLER : INITIAL(0);
101     0233 1
102     0234 1 ! Declare an own variable which says whether keypad initialization
103     0235 1 has been done yet.
104     0236 1
105     0237 1 OWN
106     0238 1   KEYPAD_INITIALIZATION_DONE: INITIAL(0);
107     0239 1
108     0240 1 EXTERNAL_LITERAL
109     0241 1   SMG$EOF; ! End-of-file code
110     0242 1
111     0243 1 MACRO
112     0244 1   ! INP_READ_ERROR signals any RMS error encountered when reading input
113     0245 1
114     M 0246 1   INP_READ_ERROR =
115     M 0247 1   BEGIN

```

```
116      M 0248 1
117      M 0249 1
118      M 0250 1
119      M 0251 1
120      M 0252 1
121      M 0253 1
122      M 0254 1
123      M 0255 1
124      M 0256 1
125      M 0257 1
126      M 0258 1
127      M 0259 1
128      M 0260 1
129      M 0261 1
130      M 0262 1
131      M 0263 1
132      M 0264 1
133      M 0265 1
134      M 0266 1
135      M 0267 1
136      M 0268 1
137      M 0269 1
138      M 0270 1
139      M 0271 1
140      M 0272 1
141      M 0273 1
142      M 0274 1
143      M 0275 1
144      M 0276 1
145      M 0277 1
146      M 0278 1
147      M 0279 1
148      M 0280 1
149      M 0281 1
150      M 0282 1
151      M 0283 1
152      M 0284 1
153      M 0285 1
154      M 0286 1

      LOCAL      FAB_PTR : REF $FAB_DECL;
                  MSG_DESC : BLOCK [8,BYTE];
                  FAB_PTR = .INPRAB [RAB$L_FAB];
                  MSG_DESC [DSC$W_LENGTH] = .FAB_PTR [FAB$B_FNS];
                  MSG_DESC [DSC$A_POINTER] = .FAB_PTR [FAB$L_FNA];
                  SIGNAL ((SHRS_READERR + DBG_FAC_CODE) OR FATAL BIT, 1, MSG_DESC,
                           .INPRAB [RAB$L_STS], .INPRAB [RAB$L_STV]);
                  END %;

      ! LOG_WRITE_ERROR signals any RMS error encountered in writing to the LOG
      ! file.

LOG_WRITE_ERROR =
BEGIN
      LOCAL      FAB_PTR : REF $FAB_DECL;
                  MSG_DESC : BLOCK [8,BYTE];
                  FAB_PTR = .DBG$GL_LOGRAB [RAB$L_FAB];
                  IF .DBG$GL_LOG_BUF NEQ 0
                  THEN
                      BEGIN
                      MSG_DESC [DSC$W_LENGTH] = .FAB_PTR [FAB$B_FNS];
                      MSG_DESC [DSC$A_POINTER] = .FAB_PTR [FAB$L_FNA];
                      END
                  ELSE
                      BEGIN
                      MSG_DESC [DSC$W_LENGTH] = .FAB_PTR [FAB$B_DNS];
                      MSG_DESC [DSC$A_POINTER] = .FAB_PTR [FAB$L_DNA];
                      END;
                  SIGNAL (SHRS_WRITEERR + DBG_FAC_CODE, 1, MSG_DESC,
                          .DBG$GL_LOGRAB[RAB$L_STS], .DBG$GL_LOGRAB[RAB$L_STV]);
                  END %;
```

```
156      0287 1 GLOBAL ROUTINE DBGSCREATE_VIRTUAL_KEYBOARD =
157      0288 1
158      0289 1     FUNCTION
159      0290 1
160      0291 1     This routine initializes the keypad input data structures.
161      0292 1     The routine is just a cover routine for the RTL routine
162      0293 1     SMGSCREATE_VIRTUAL_KEYBOARD. This initialization routine
163      0294 1     is called once from DBGSCOMMAND_PROC, the first time we
164      0295 1     get input after mode has been set to "KEYPAD". The routine
165      0296 1     is called again from the exit handler in DBGSTART. The
166      0297 1     reason for this is that the keypad routines declare an exit
167      0298 1     handler that disables keypad input, and we need to re-enable
168      0299 1     it from our exit handler so that keypad input continues to
169      0300 1     work after running to the end of the program.
170      0301 1
171      0302 1     INPUTS
172      0303 1     none
173      0304 1
174      0305 1     OUTPUTS
175      0306 1     The global variable DBG$GL_KEYBOARD_ID is set.
176      0307 1     A status is returned (STSSR_SUCCESS if all goes well).
177      0308 1
178      0309 2     BEGIN
179      0310 2     OWN
180      0311 2     desblk: VECTOR[4],
181      0312 2     dummy1,
182      0313 2     dummy2;
183      0314 2     LOCAL
184      0315 2     filespec: dbg$stg_desc,
185      0316 2     forward_link: REF_VECTOR[4],
186      0317 2     save_link,
187      0318 2     status;
188      0319 2
189      0320 2     | Initialize the block that is passed to the "declare exit handler"
190      0321 2     | and "cancel exit handler" system services.
191      0322 2
192      0323 2     desblk[0] = 0;
193      0324 2     desblk[1] = dummy1;
194      0325 2     desblk[2] = 1;
195      0326 2     desblk[3] = dummy2;
196      0327 2
197      0328 2     | Initialize the file spec that is passed in to the
198      0329 2     | SMGSCREATE_VIRTUAL_KEYBOARD routine.
199      0330 2     | We supply the file name to open for input - either DBG$INPUT,
200      0331 2     | or if that fails, then SYSS$INPUT.
201      0332 2
202      0333 2     filespec[dsc$b_class] = dsc$k_class_s;
203      0334 2     filespec[dsc$b_dtype] = dsc$k_dtype_t;
204      0335 2     filespec[dsc$w_length] = 9;
205      0336 2     filespec[dsc$a_pointer] = UPLIT BYTE(%ASCII 'DBG$INPUT');
206      0337 2
207      0338 2     | Declare a temporary exit handler for the purpose of finding out
208      0339 2     | the most recently declared exit handler. We will need to know this
209      0340 2     | to discover if SMGSCREATE_VIRTUAL_KEYBOARD set up a new exit handler.
210      0341 2
211      0342 2     $dclсх (desblk = desblk);
212      0343 2     save_link = .desblk[0];
```

```

213      0344 2     Scanexh (desblk = desblk);
214      0345 2
215      0346 2     | Call the routine that initializes the keypad input data
216      0347 2     | structures. If this fails with DBGSINPUT as the input device,
217      0348 2     | then call it with SYSSINPUT.
218      0349 2
219      0350 2     status = smg$create_virtual_keyboard(dbg$gl_keyboard_id, filespec);
220      0351 2     IF NOT .status
221      0352 2     THEN
222          BEGIN
223          0353 3     filespec[dsc$a_pointer] = UPLIT BYTE(%ASCII 'SYSSINPUT');
224          0354 3     status = smg$create_virtual_keyboard(dbg$gl_keyboard_id, filespec);
225          0355 2
226          0356 2
227          0357 2
228          0358 2     | We want to get rid of the exit handler that was declared by
229          0359 2     | SMG$CREATE_VIRTUAL_KEYBOARD, if indeed it declared one.
230          0360 2     | We first declare a temporary exit handler,
231          0361 2     | so we can pick up the address of the most recent exit handler
232          0362 2     | from the forward link. If this address is different from the
233          0363 2     | one in SAVE_LINK which we determined before the call to
234          0364 2     | the SMG routine, then the SMG routine set up a new handler.
235          0365 2     | In that case, we get rid of the handler here. We save the
236          0366 2     | handler routine so we can call it ourselves when DEBUG exits.
237          0367 2
238          0368 2     $dclexh (desblk = desblk);
239          0369 2     forward_link = .desblk[0];
240          0370 2     Scanexh (desblk = desblk);
241          0371 2     IF .forward_link NEQ .save_link
242          0372 2     THEN
243          0373 3     BEGIN
244          0374 3     dbg$gl_smg_exit_handler = .forward_link[1];
245          0375 3     Scanexh (desblk = .forward_link);
246          0376 2
247          0377 2
248          0378 2     RETURN .status;
249          0379 1     END;

```

```

.TITLE DBGEXC
.IDENT '\V04-000\'

.PSECT DBG$PLIT,NOWRT, SHR, PIC,0
54 55 50 4E 49 24 47 42 44 00000 P.AAA: .ASCII \DBGSINPUT\
54 55 50 4E 49 24 53 59 53 00009 P.AAB: .ASCII \SYSSINPUT\

.PSECT DBG$OWN,NOEXE, PIC,2
00000000 00000 KEYPAD_INITIALIZATION_DONE:
00004 DESBLK: .BLKB 16
00014 DUMMY1: .BLKB 4
00018 DUMMY2: .BLKB 4

.PSECT DBG$GLOBAL,NOEXE, PIC,2
00000000 00000 DBG$GL_SMG_EXIT_HANDLER::
```

D 13
 16-Sep-1984 01:16:29 VAX-11 Bliss-32 V4.0-742 Page 6
 14-Sep-1984 12:16:54 DISK\$VMSMASTER:[DEBUG.SRC]DBGEXC.B32;1 (3)

```
.LONG 0

.EXTRN DBGSINIT STEP, DBGSKEY_INITIALIZE
.EXTRN DBGSSET_STP_LVL
.EXTRN DBGSREL_MEMORY, DBGSGET_MEMORY
.EXTRN DBGSOUT_MESSAGE
.EXTRN DBGSNCONTROL, DBGSCIS_ADD
.EXTRN DBGSCIS_REMOVE, DBGSFINAL_HANDL
.EXTRN DBGSSCR_GENERATE_SCREEN
.EXTRN DBGSSCR_OUTPUT_SCREEN
.EXTRN DBGSEXCEPTION_HANDLER
.EXTRN DBGSACTIVATE_EVENTS
.EXTRN SMGSCREATE_KEY_TABLE
.EXTRN SMGSCREATE_VIRTUAL_KEYBOARD
.EXTRN SMGSREAD_COMPOSED_LINE
.EXTRN SYSSPUTMSG, DBGSGB_KEYPAD_INPUT
.EXTRN DBGSGL_KEYBOARD_ID
.EXTRN DBGSGB_LANGUAGE
.EXTRN DBGSGL_KEY_TABLE_ID
.EXTRN DBGSGB_DEF_OUT, DBGSGL_EXIT_STATUS
.EXTRN DBGSGL_INPRAB, DBGSGL_OUTPRAB
.EXTRN DBGSGL_LOGRAB, DBGSGL_LOG_BUF
.EXTRN DBGSGL_READERR_CNT
.EXTRN DBGSGL_SCREEN_MODE
.EXTRN DBGSGL_CISHEAD, DBGSGV_CONTROL
.EXTRN SMGS_EOF, SYSSDCLEXH
.EXTRN SYSSCANEXH

.PSECT DBGSCODE,NOWRT, SHR, PIC.0

        03FC 000C0
.ENTRY DBGSCREATE_VIRTUAL_KEYBOARD, Save R2,R3,R4,-: 0287
      R5,R6,R7,R8,R9
      MOVAB SMGSCREATE_VIRTUAL_KEYBOARD, R9
      MOVAB DBGSGL_KEYBOARD_ID, R8
      MOVAB SYSSDCLEXH, R7
      MOVAB SYSSCANEXH, R6
      MOVAB DESBLK, R5
      SUBL2 #8, SP
      CLRL DESBLK
      MOVAB DUMMY1, DESBLK+4
      MOVL #1, DESBLK+8
      MOVAB DUMMY2, DESBLK+12
      PUSHL #17694729
      MOVAB P.AAA, FILESPEC+4
      PUSHL R5
      CALLS #1, SYSSDCLEXH
      MOVL DESBLK, SAVE_LINK
      PUSHL R5
      CALLS #1, SYSSCANEXH
      PUSHR #^M<R8,SP>
      CALLS #2, SMGSCREATE_VIRTUAL_KEYBOARD
      MOVL R0, STATUS
      BLBS STATUS, 1$
      MOVAB P.AAB, FILESPEC+4
      PUSHR #^M<R8,SP>
      CALLS #2, SMGSCREATE_VIRTUAL_KEYBOARD
      MOVL R0, STATUS

04  A5      10   A5  9E 0002          0323
08  A5      14   A5  9E 0009          0324
OC  A5      14   A5  9E 0010          0325
04  AE 010E0009 8F  DD 00038         0326
      00000000' EF  9E 0001E         0335
      00000000' EF  9E 00017         0336
      5E          08  C2 00025         0342
      5E          65  D4 00028         0343
      5E          65  D0 0002F         0344
      5E          55  DD 00046         0345
      67          01  FB 00048         0350
      54          65  D0 0004B         0351
      54          55  DD 0004E         0354
      66          01  FB 00050         0355
      66          8F  BB 00053         0355
      69          02  FB 00057         0355
      53          50  D0 0005A         0355
      12          53  E8 0005D         0355
      04  AE 00000000' EF  9E 00060         0355
      4100        8F  BB 00068         0355
      69          02  FB 0006C         0355
      53          50  D0 0006F         0355
```

	55	DD 00072	1\$:	PUSHL R5	: 0368
	01	FB 00074		CALLS #1, SYSSDCLEXH	
67	52	65 DD 00077		MOVL DE\$BLK, FORWARD_LINK	: 0369
		55 DD 0007A		PUSHL R5	: 0370
	66	01 FB 0007C		CALLS #1, SYSSCANEXH	
	54	52 D1 0007F		CMPL FORWARD_LINK, SAVE_LINK	: 0371
00000000'	EF	04	0D 13 00082	BEQL 2\$	
		A2 DD 00084		MOVL 4(FORWARD_LINK), DBG\$GL_SMG_EXIT_HANDLER	: 0374
	66	52 DD 0008C		PUSHL FORWARD_LINK	: 0375
	50	01 FB 0008E		CALLS #1, SYSSCANEXH	
		53 DD 00091	2\$:	MOVL STATUS, R0	: 0378
		04 00094		RET	: 0379

: Routine Size: 149 bytes, Routine Base: DBG\$CODE + 0000

```
250      0380 1 GLOBAL ROUTINE DBG$COMMAND_PROC : NOVALUE =
251      0381 1
252      0382 1 FUNCTIONAL DESCRIPTION:
253      0383 1     Accepts a single (possibly multiple through the use of
254      0384 1     continuation lines) command sequence from the user at DEBUG
255      0385 1     command level. If the argument buffer_desc holds a value other
256      0386 1     than a zero, then the command comes from this buffer.
257      0387 1     Otherwise a command is read from the input device.
258      0388 1
259      0389 1     This routine declares an exception vector. Exceptions
260      0390 1     encountered from this point generally cause an unwind, and then
261      0391 1     this routine is called again by user_proc. They are generally
262      0392 1     caused by user typing errors.
263      0393 1
264      0394 1     If the command read from the device INPUT is interpreted by
265      0395 1     RMS as EOF, or any other nonsuccessful return from RMS is seen,
266      0396 1     then set the exit flag, cancel the command taking flag, and return.
267      0397 1
268      0398 1 FORMAL PARAMETERS:
269      0399 1     None
270      0400 1
271      0401 1 IMPLICIT INPUTS:
272      0402 1     The name of the DEBUG command level exception handler that is
273      0403 1     declared within the context of this routine.
274      0404 1
275      0405 1     The fact that if the DBGS_L_BPT PC field in the runframe
276      0406 1     has a non-zero value then it must be the address
277      0407 1     of a "temporary" breakpoint which DEBUG set to implement
278      0408 1     step /OVER.
279      0409 1
280      0410 1 IMPLICIT OUTPUTS:
281      0411 1     none
282      0412 1
283      0413 1 ROUTINE VALUE:
284      0414 1     novalue
285      0415 1
286      0416 1 SIDE EFFECTS:
287      0417 1     The parser is called with the contents of the input buffer.
288      0418 1
289      0419 1
290      0420 2 BEGIN
291      0421 2
292      0422 2 BUILTIN
293      0423 2     FP;
294      0424 2
295      0425 2 LITERAL
296      0426 2     NULL_BYTE_LOC = 1;
297      0427 2
298      0428 2 BIND
299      0429 2     PMT_STRING 1 = UPLIT BYTE
300      0430 2     (%ASCII %STRING(%CHAR(CARRIAGE_RET), %CHAR(LINEFEED), 'DBG>')),
301      0431 2     PMT_SIZE 1 = %CHARCOUNT
302      0432 2     (%ASCII %STRING(%CHAR(CARRIAGE_RET), %CHAR(LINEFEED), 'DBG>')),
303      0433 2     PMT_STRING SUP = UPLIT BYTE
304      0434 2     (%ASCII %STRING(%CHAR(CARRIAGE_RET), %CHAR(LINEFEED), 'SDBG>')),
305      0435 2     PMT_SIZE SUP = %CHARCOUNT
306      0436 2     (%ASCII %STRING(%CHAR(CARRIAGE_RET), %CHAR(LINEFEED), 'SDBG>')),
```

```
307      0437 2      PMT_STRING_2 = UPLIT BYTE
308      0438 2      (%ASCII %STRING(%CHAR(CARRIAGE_RET), %CHAR(LINEFEED), '_')),
309      L 0439 2      PMT_SIZE_2 = %CHARCOUNT
310      0440 2      (%ASCII %STRING(%CHAR(CARRIAGE_RET), %CHAR(LINEFEED), '_'));

312      0442 2      LOCAL
313      0443 2      ALPHAPTR,
314      0444 2      ALPHAVECTOR: VECTOR[150,BYTE],
315      0445 2      filespec: DBG$STG_DESC,
316      0446 2      HAVE_A_LINE,           ! Flag set when we have a command line
317      0447 2      INPRAB: REF $RAB DECL,    Record Access Block (RAB) for input
318      0448 2      INPUT_BUFFER: VECTOR[   Command input buffer
319      0449 2      NO_OF_INP_CHARS + %UPVAL BYTE], !
320      0450 2      INP_LENGTH,          Input line length
321      0451 2      LENGTH,
322      0452 2      MUST_UPDATE_SCREEN.   Flag set to TRUE if screen displays
323      0453 2      must be updated before read
324      0454 2      NBUF: VECTOR[TTY_OUT_WIDTH,BYTE]
325      0455 2      NEW_POINTER: REF VECTOR[,BYTE], ! Pointer to current buffer
326      0456 2      OLD_POINTER,          Pointer to previous buffer
327      0457 2      PREV_COUNT,          Current character count
328      0458 2      PROMPT_STG_DESC: DBG$STG_DESC, String descriptor for prompt.
329      0459 2      STATUS,             Status returned by $GET operation
330      0460 2      STATUS$,            !
331      0461 2      STG_DESC: DBG$STG_DESC, String descriptor for keypad input
332      0462 2      STOP_FLAG;         Flag set if Control-Y DEBUG was done

336      0466 2      ! Enable a condition handler as described above.
337      0467 2      .FP = DBGSFINAL_HANDL;

341      0471 2      ! Reset the level in the STP type structure so that we forget about
342      0472 2      any kind of "override" type stepping we may have been doing.
343      0473 2      DBGSINIT STEP(OVERRIDE STEP, USER_DEF_STEP);
344      0474 2      DBG$SET_STP_LVL(USER_DEF_STEP);

348      0478 2      ! Also set the Update-Screen flag to indicate whether we should update the
349      0479 2      contents of the terminal screen. Screen updating is done only if we are
350      0480 2      in screen mode.
351      0481 2      MUST_UPDATE_SCREEN = .DBG$GL_SCREEN_MODE;

355      0485 2      ! See whether we need to initialize the keypad.
356      0486 2      IF .DBG$GB_KEYPAD INPUT AND
357      0487 2      (NOT .KEYPAD_INITIALIZATION_DONE)
358      0488 2      THEN
359      0489 2      BEGIN
360      0490 2      ! Check that we are on a V4 system (else we cannot use keypad input).
361      0491 2
362      0492 3
363      0493 3
```

```
364      0494 3      IF .dbg$gv_control[dbg$v_control_version_4]
365      0495 3      THEN
366      0496 4      BEGIN
367      0497 4      status = dbg$create_virtual_keyboard();
368      0498 4      IF .status
369      0499 4      THEN
370      0500 4      ! Initialize the key table used in DEFINE/KEY.
371      0501 4      !
372      0502 4      status1 = smg$create_key_table(dbg$gl_key_table_id);
373      0503 5      IF (NOT .status) OR (NOT .status1)
374      0504 4      THEN
375      0505 5      BEGIN
376      0506 5      dbg$gb_keypad_input = FALSE;
377      0507 5      !
378      0508 5      ! This is an information message (so we do not get signalled
379      0509 5      ! out of this routine).
380      0510 5      SIGNAL(dbg$_nokeypad, 1,
381      0511 5      (IF .status THEN .status1 ELSE .status));
382      0512 5
383      0513 4      END;
384      0514 4
385      0515 4      DBG$KEY_INITIALIZE();
386      0516 4      KEYPAD_INITIALIZATION_DONE = TRUE;
387      0517 4      END
388      0518 4
389      0519 3      ELSE
390      0520 3
391      0521 3      ! Not a version 4 system - set keypad mode back to false
392      0522 3      and signal an informational informing the user what is
393      0523 3      happening.
394      0524 3
395      0525 4      BEGIN
396      0526 4      dbg$gb_keypad_input = FALSE;
397      0527 4      SIGNAL(dbg$_keypadadv4);
398      0528 3
399      0529 2      END;
400      0530 2
401      0531 2      ! If we have re-entered DEBUG by means of a ^Y, DEBUG sequence then
402      0532 2      the flag DBG$V_CONTROL_STOP will be set. If this is the case, all
403      0533 2      command buffers, etc., are to be deleted, and we are to return to
404      0534 2      taking commands from the default input device.
405      0535 2
406      0536 2      STOP_FLAG = FALSE;
407      0537 2      IF .DBG$GV_CONTROL[DBG$V_CONTROL_STOP]
408      0538 3      THEN
409      0539 3      BEGIN
410      0540 3      DBG$GV_CONTROL[DBG$V CONTROL_STOP] = FALSE;
411      0541 3      WHILE .DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] NEQ CIS_DBG$INPUT DO
412      0542 3      DBG$CIS_REMOVE(FALSE);
413      0543 3
414      0544 3      STOP_FLAG = TRUE;
415      0545 2
416      0546 2
417      0547 2
418      0548 2      ! Set up the string descriptor that describes the prompt. The prompt is
419      0549 2      either the SUPERDEBUG prompt "SDBG>" or the normal DEBUG prompt "DBG>".
420      0550 2
```

```
421      0551 2    PROMPT_STG_DESC[DSC$B_CLASS] = DSC$K_CLASS_S;
422      0552 2    PROMPT_STG_DESC[DSC$B_DTYPE] = DSC$K_DTYPE_T;
423      0553 2    IF .DBG$GV_CONTROL[DBG$V_CONTROL_SDBG]
424      0554 2    THEN
425          0555 3    BEGIN
426              0556 3    PROMPT_STG_DESC[DSC$W_LENGTH] = 7;
427              0557 3    PROMPT_STG_DESC[DSC$A_POINTER] = UPLIT BYTE
428                  (%ASCIT %STRING(%CHAR(CARRIAGE_RET), %CHAR(LINEFEED), 'SDBG>'));
429              0559 3
430          0560 3
431      0561 2    ELSE
432          0562 3    BEGIN
433              0563 3    PROMPT_STG_DESC[DSC$W_LENGTH] = 6;
434              0564 3    PROMPT_STG_DESC[DSC$A_POINTER] = UPLIT BYTE
435                  (%ASCIT %STRING(%CHAR(CARRIAGE_RET), %CHAR(LINEFEED), 'DBG>'));
436              0566 2
437          0567 2
438      0568 2
439      0569 2    ! Enter the read loop. Here we loop, reading input from the user's
440      0570 2    terminal (or DBGSINPUT) until we get a complete command line. We
441      0571 2    stay in the loop to collect all continuation lines until no more
442      0572 2    continuation lines are present.
443      0573 2
444      0574 2    HAVE_A_LINE = FALSE;
445      0575 2    WHILE NOT .HAVE_A_LINE DO
446          0576 3    BEGIN
447              0577 3
448          0578 3
449      0579 3    ! If screen mode is set and the user program has gained control since
450      0580 3    the last time we updated all automatically updated screen displays,
451      0581 3    then we update all automatic screen displays at this point. (This is
452      0582 3    suppressed if the STOP FLAG is set due to a Control-Y DEBUG.) The
453      0583 3    effect of doing so is to add CIS_SCREEN entries to the Command Input
454      0584 3    Stream. These entries then cause the necessary commands to be exe-
455      0585 3    cuted below to fill in the contents of these screen displays.
456      0586 3
457      0587 3    IF .DBG$GL_SCREEN_MODE AND
458          0588 3    .DBG$GV_CONTROL[DBG$V_CONTROL_SCREEN] AND
459              0589 3    (NOT STOP FLAG) AND
460                  0590 4    (.DBG$GL_CISHEAD[CISSB_INPUT_TYPE] EQL CIS_DBGSINPUT)
461      0591 3    THEN
462          0592 4    BEGIN
463              0593 4    DBG$GV_CONTROL[DBG$V_CONTROL_SCREEN] = FALSE;
464              0594 4    DBG$SCR_GENERATE_SCREEN(0);
465              0595 3
466          0596 3
467      0597 3
468      0598 3    ! If the head of the command argument list is of type buffer, process
469      0599 3    it.
470      0600 3
471      0601 3    IF (.DBG$GL_CISHEAD[CISSB_INPUT_TYPE] EQL CIS_INPBUF) OR
472          0602 3    (.DBG$GL_CISHEAD[CISSB_INPUT_TYPE] EQL CIS_ACBUF) OR
473              0603 3    (.DBG$GL_CISHEAD[CISSB_INPUT_TYPE] EQL CIS_IF) OR
474                  0604 3    (.DBG$GL_CISHEAD[CISSB_INPUT_TYPE] EQL CIS_REPEAT) OR
475                      0605 3    (.DBG$GL_CISHEAD[CISSB_INPUT_TYPE] EQL CIS_WHILE) OR
476                          0606 3    (.DBG$GL_CISHEAD[CISSB_INPUT_TYPE] EQL CIS_FOR) OR
477                              0607 4    (.DBG$GL_CISHEAD[CISSB_INPUT_TYPE] EQL CIS_SCREEN)
```

```
478      0608 3      THEN
479      0609 4      BEGIN
480      0610 4      DBGSNCONTROL (.DBG$GL_CISHEAD);
481      0611 4      RETURN;
482      0612 3      END;
483      0613 3
484      0614 3
485      0615 3      ! If we are reading from the user's terminal (DBG$INPUT in general)
486      0616 3      or from an indirect command file, set up and do such a read.
487      0617 3
488      0618 3      IF (.DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] EQL CIS_RAB) OR
489      0619 4      (.DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] EQL CIS_DBG$INPUT)
490      0620 3      THEN
491      0621 4      BEGIN
492      0622 4
493      0623 4
494      0624 4      ! If link is flagged for removal due to RMS problems, do it now.
495      0625 4
496      0626 4      IF .DBG$GL_CISHEAD [CIS$V_Rem_FLAG]
497      0627 4      THEN
498      0628 4          DBG$CIS_REMOVE (FALSE)
499      0629 4
500      0630 4
501      0631 4      ! Otherwise we must collect an entire command line before calling
502      0632 4      the parser. Enter a loop that collects multiple lines of input,
503      0633 4      ceasing only when a line ends with other than a hyphen ("-'"),
504      0634 4      which is the line continuation character. Buffer the possibly
505      0635 4      multiple lines into free storage.
506      0636 4
507      0637 4      ELSE
508      0638 5      BEGIN
509      0639 5          INPRAB = .DBG$GL_CISHEAD [CIS$A_INPUT_PTR];
510      0640 5          PREV_COUNT = 0;
511      0641 5          OLD_POINTER = 0;
512      0642 5          IF .DBG$GL_CISHEAD [CIS$B_INPUT_TYPE] EQL CIS_DBG$INPUT
513      0643 5          THEN
514      0644 6          BEGIN
515      0645 6              IF .DBG$GV_CONTROL[DBG$V_CONTROL_SDBG]
516      0646 6              THEN
517      0647 7                  BEGIN
518      0648 7                      INPRAB [RAB$L_PBF] = PMT_STRING_SUP;
519      0649 7                      INPRAB [RAB$B_PSZ] = PMT_SIZE_SUP;
520      0650 7                  END
521      0651 7
522      0652 6          ELSE
523      0653 7              BEGIN
524      0654 7                  INPRAB [RAB$L_PBF] = PMT_STRING_1;
525      0655 7                  INPRAB [RAB$B_PSZ] = PMT_SIZE_1;
526      0656 6              END;
527      0657 6
528      0658 5
529      0659 5
530      0660 5
531      0661 5      ! If screen mode is active and we have not yet updated the
532      0662 5      displays in this call on DBG$COMMAND PROC, we do so now.
533      0663 5      This means that the user sees all his screen displays
534      0664 5      updated just before he is prompted for more input.
```

```
535      0665 5
536      0666 5
537      0667 6
538      0668 5
539      0669 6
540      0670 6
541      0671 6
542      0672 5
543      0673 5
544      0674 5
545      0675 5
546      0676 5
547      0677 5
548      0678 5
549      0679 5
550      0680 5
551      0681 5
552      0682 6
553      0683 5
554      0684 6
555      0685 6
556      0686 6
557      0687 6
558      0688 6
559      0689 6
560      0690 6
561      0691 6
562      0692 6
563      0693 6
564      0694 6
565      0695 6
566      0696 6
567      0697 6
568      0698 6
569      0699 6
570      0700 6
571      0701 6
572      0702 6
573      0703 6
574      0704 6
575      0705 6
576      0706 6
577      0707 6
578      0708 6
579      0709 6
580      0710 6
581      0711 6
582      0712 6
583      0713 6
584      0714 6
585      0715 6
586      0716 6
587      0717 6
588      0718 6
589      0719 6
590      0720 7
591      0721 7

! IF .MUST_UPDATE_SCREEN AND (.NOT._STOP_FLAG) AND
! (.DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] EQL CIS_DBG$INPUT)
THEN
BEGIN
  MUST_UPDATE_SCREEN = FALSE;
  DBGSSCR_OUTPUT_SCREEN();
END;

! If keypad input is enabled, then we read a line of input
! using the RTL routine SMG$READ_COMPOSED_LINE, which
! handles keypad input.

INPRAB[RABSW-USZ] = NO_OF_INP_CHARS;
INPRAB[RABSL-UBF] = INPUT_BUFFER;
IF .DBG$GB KEYPAD INPUT AND
(.DBG$GC_CISHEAD[CIS$B_INPUT_TYPE] EQL CIS_DBG$INPUT)
THEN
BEGIN

! Set up a string descriptor for the input line.

STG_DESC[DSC$B_CLASS] = DSC$K_CLASS_S;
STG_DESC[DSC$B_DTYPE] = DSC$K_DTYPE_T;
STG_DESC[DSC$W_LENGTH] = NO_OF_INP_CHARS;
STG_DESC[DSC$A_POINTER] = INPUT_BUFFER;

! Call the keypad input routine.
! Zero the INP_LENGTH variable first because
! SMG$READ_COMPOSED_LINE writes only into the low word,
! so we first clear out junk in the high word.

INP_LENGTH = 0;
STATUS = SMG$READ COMPOSED LINE (
  DBG$GL_KEYBOARD_ID,
  DBG$GL_KEY_TABLE_ID,
  STG_DESC,
  PROMPT_SIG_DESC,
  INP_LENGTH);

! *** Note - the fifth parameter (DEFAULT STATE) is going away from
! *** SMG$READ COMPOSED LINE in this build (according to Steve Lionel,
! *** so this "0" is commented out. If Steve's change does not get in,
! *** the "0" fifth parameter must be put back.

0.

INP_LENGTH);

! If we got back a bad status and it was not EOF,
! then we try reverting to ordinary RMS input.

IF (NOT .STATUS)
AND (.STATUS NEQ RMSS_EOF)
```

```
592      0722 7          AND (.STATUS NEQ SMGS_EOF)
593      0723 6          THEN
594      0724 7          BEGIN
595      0725 7          DBG$GB_KEYPAD_INPUT = FALSE;
596      0726 7          SIGNAL(dbg$_nokeypad, 1, .status);
597      0727 7          STATUS = $GET(RAB = .INPRAB);
598      0728 7          INP_LENGTH = .INPRAB[RABSW_RSZ];
599      0729 6          END;
600      0730 6          END
601      0731 6
602      0732 6
603      0733 6          ! Keypad input is not enabled or we are reading from an indirect
604      0734 6          command file. Hence we do read by calling $GET to read a line
605      0735 6          of input.
606      0736 6
607      0737 5          ELSE
608      0738 6          BEGIN
609      0739 6          STATUS = $GET(RAB = .INPRAB);
610      0740 6          INP_LENGTH = .INPRAB[RABSW_RSZ];
611      0741 5          END;
612      0742 5
613      0743 5
614      0744 5          ! If $GET returned a bad status, try to determine why. If we
615      0745 5          got an End-of-File, resume taking input from the next link
616      0746 5          in the CIS. Any other error is simply signalled.
617      0747 5
618      0748 5          IF NOT .STATUS
619      0749 5          THEN
620      0750 6          BEGIN
621      0751 6
622      0752 6
623      0753 6          ! Check for an End-of-File--in this case, resume taking
624      0754 6          input from the next Link in the CIS and if none exists,
625      0755 6          simply exit from DEBUG.
626      0756 6
627      0757 6          IF (.STATUS EQL RMSS_EOF) OR
628      0758 7          (.STATUS EQL SMGS_EOF)
629      0759 6          THEN
630      0760 7          BEGIN
631      0761 7          IF .DBG$GL_CISHEAD [CIS$B_INPUT_TYPE] EQL CIS_DBG$INPUT
632      0762 7          THEN
633      0763 8          BEGIN
634      0764 8          DBG$GV_CONTROL[DBG$V_CONTROL_EXIT] = TRUE;
635      0765 8          DBG$GV_CONTROL[DBG$V_CONTROL_USER] = TRUE;
636      0766 8
637      0767 8          ! Call the SMG exit handler - this resets the
638      0768 8          terminal to what it was when we entered.
639      0769 8
640      0770 8          IF .DBG$GL_SMG_EXIT_HANDLER NEQ 0
641      0771 8          THEN
642      0772 8          (.DBG$GL_SMG_EXIT_HANDLER)();
643      0773 8
644      0774 8          SEXIT(CODE = .DBG$GL_EXIT_STATUS OR STSSM_INHIB_MSG);
645      0775 8
646      0776 8
647      0777 7          END
648      0778 7          ELSE
649      0779 7          DBG$CIS_REMOVE(FALSE);
```

```
649      0779 7
650      0780 7
651      0781 7
652      0782 7
653      0783 7
654      0784 7
655      0785 6
656      0786 7
657      0787 7
658      0788 7
659      0789 7
660      0790 7
661      0791 7
662      0792 7
663      0793 7
664      0794 6
665      0795 6
666      0796 6
667      0797 6
668      0798 6
669      0799 6
670      0800 6
671      0801 5
672      0802 6
673      0803 6
674      0804 6
675      0805 5
676      C806 5
677      0807 4
678      0808 4
679      0809 3
680      0810 3
681      0811 2
682      0812 2
683      0813 2
684      0814 2
685      0815 2
686      0816 2
687      0817 2
688      0818 2
689      0819 2
690      0820 3
691      0821 3
692      0822 3
693      0823 3
694      0824 3
695      0825 3
696      0826 3
697      0827 3
698      0828 3
699      0829 3
700      0830 3
701      0831 3
702      0832 3
703      0833 3
704      0834 4
705      0835 4

          END

          ! On any other read problem, simply signal the error.

          ELSE
              BEGIN
                  DBG$GL_READERR_CNT = .DBG$GL_READERR_CNT + 1;
                  IF .DBG$GB_KEYPAD_INPUT
                      THEN
                          SIGNAL(DBGS_INPREADERR, 0, .STATUS)
                  ELSE
                      INP_READ_ERROR;
              END;

          END

          ! There was no read problem--we successfully got the line.

          ELSE
              BEGIN
                  HAVE_A_LINE = TRUE;
                  DBG$GL_READERR_CNT = 0;
              END;

          END;

          END:                                ! End of read loop for complete command

          ! We have now read a complete command line, including all continuation
          ! lines.

          INPRAB [RAB$V PTA] = FALSE;
          IF .DBG$GL_C15HEAD[C15$B_INPUT_TYPE] EQL C15_DBG$INPUT
          THEN
              BEGIN
                  INPRAB [RAB$L_PBF] = PMT_STRING_2;
                  INPRAB [RAB$B_PSZ] = PMT_SIZE_2;
                  PROMPT_STG_DESC[DSC$W_LENGTH] = 3;
                  PROMPT_STG_DESC[DSC$A_POINTER] = UPLIT BYTE
                      (%ASCIT %STRING(%CHAR(CARRIAGE_RET), %CHAR(LINEFEED), '_'));

          ! If logging is enabled, copy the newly read input line to the LOG file
          ! Note this is only done if we are reading commands from DBG$INPUT,
          ! otherwise DBG$VERIFY_OUT takes care of things.

          IF .DBG$GB_DEF_OUT [OUT_LOG]
          THEN
              BEGIN
```

```
706      0836 4      LOCAL
707      0837 4          CMT_BUF : VECTOR [NO_OF_INP_CHARS + %UPVAL + 1, BYTE];
708      0838 4
709      0839 4
710      0840 4      | If this is a comment line, insert a leading "!" if there
711      0841 4          are less than two already.
712      0842 4
713      0843 5      IF (.INPUT_BUFFER[0] EQL %C'!') AND (.INPUT_BUFFER[1] NEQ %C'!')
714      0844 4      THEN
715      0845 5          BEGIN
716      0846 5              CMT_BUF[0] = %C'!';
717      0847 5              LENGTH = MIN(.INP_LENGTH, NO_OF_INP_CHARS - 1);
718      0848 5              INCR K FROM 0 TO LENGTH - 1 DO
719      0849 5                  CMT_BUF [K + 1] = .INPUT_BUFFER [K];
720      0850 5
721      0851 5          DBG$GL_LOGRAB [RAB$L_RBF] = CMT_BUF;
722      0852 5          DBG$GL_LOGRAB [RAB$W_RSZ] = .LENGTH + 1;
723      0853 5          END
724      0854 5
725      0855 4      ELSE
726      0856 5          BEGIN
727      0857 5              DBG$GL_LOGRAB [RAB$L_RBF] = INPUT_BUFFER;
728      0858 5              DBG$GL_LOGRAB [RAB$W_RSZ] = .INP_LENGTH;
729      0859 4          END;
730      0860 4
731      0861 4
732      0862 4      | We were reading from DBG$INPUT and logging is enabled, so we
733      0863 4          write the read line to the Log file. If we get a Record Stream
734      0864 4          Active error, we wait and retry the write operation. Any other
735      0865 4          error we simply signal.
736      0866 4
737      0867 4      STATUS = $PUT(RAB = DBG$GL_LOGRAB);
738      0868 4      IF .STATUS EQL RMSS_RSA
739      0869 4      THEN
740      0870 5          BEGIN
741      0871 5              SWAIT(RAB = DBG$GL_LOGRAB);
742      0872 5              STATUS = $PUT (RAB = DBG$GL_LOGRAB);
743      0873 4          END;
744      0874 4
745      0875 4      IF NOT .STATUS THEN LOG_WRITE_ERROR;
746      0876 3      END;
747      0877 3
748      0878 2
749      0879 2
750      0880 2      WHILE TRUE DO
751      0881 3          BEGIN
752      0882 3
753      0883 3      LOCAL
754      0884 3          CONT_LINE;           ! Boolean test for end of line character
755      0885 3
756      0886 3
757      0887 3
758      0888 3      | Check for continuation character '-' only if the
759      0889 3          length of the input line was greater than zero.
760      0890 3      CONT_LINE = FALSE;
761      0891 3      IF .INP_LENGTH GTR 0
762      0892 3
```

```
763      0893  4      BEGIN
764      0894  4      IF .INPUT_BUFFER[.INP_LENGTH - 1] EQL '-'
765      0895  4      THEN
766      0896  4
767      0897  4      ! Assume '--' at end of line in C is post-decrement operator.
768      0898  4
769      0899  4      IF .DBG$GB_LANGUAGE NEQ DBG$K_C
770      0900  5      OR (IF .INP_LENGTH GEQ 2
771      0901  5          THEN .INPUT_BUFFER[.INP_LENGTH - 2] NEQ '-'
772      0902  5          ELSE TRUE)
773      0903  4      THEN
774      0904  5      BEGIN
775      0905  5          INP_LENGTH = .INP_LENGTH - 1;
776      0906  5          CONT_LINE = TRUE;
777      0907  4          END;
778      0908  4
779      0909  3      END;
780      0910  3
781      0911  3
782      0912  3      ! Allocate space for this buffer plus all previous buffers.
783      0913  3      If the space can be found, write the old and new buffers
784      0914  3      into the new space.
785      0915  3
786      0916  4      NEW_POINTER = DBGSGET_MEMORY((.PREV_COUNT + NULL_BYTE_LOC +
787      0917  3          .INP_LENGTH + 3)/4);
788      0918  3      IF .OLD_POINTER NEQ 0
789      0919  3      THEN
790      0920  4      BEGIN
791      0921  4          CH$MOVE(.PREV_COUNT, .OLD_POINTER, .NEW_POINTER);
792      0922  4          DBGSREL_MEMORY(.OLD_POINTER);
793      0923  3          END;
794      0924  3
795      0925  3      CH$MOVE(.INP_LENGTH, INPUT_BUFFER,
796      0926  3          CH$PLUS(.NEW_POINTER, .PREV_COUNT));
797      0927  3      PREV_COUNT = .PREV_COUNT + INP_LENGTH;
798      0928  3      NEW_POINTER[.PREV_COUNT] = 0;
799      0929  3      OLD_POINTER = .NEW_POINTER;
800      0930  3
801      0931  3
802      0932  3      ! See whether this line ends with a continuation character. If so, get
803      0933  3      another line, either from SGET or the active input Screen Display (if
804      0934  3      there is one). If the SGET or screen read fails, set the status so
805      0935  3      that DEBUG returns to the CLI.
806      0936  3
807      0937  3      IF NOT .CONT_LINE THEN EXITLOOP;
808      0938  3      IF .DBG$GB_KEYPAD INPUT AND
809      0939  4          (.DBG$GL_CISHEAD[CIS$B_INPUT_TYPE] EQL CIS$DBGSINPUT)
810      0940  3      THEN
811      0941  4      BEGIN
812      0942  4
813      0943  4      ! Set up a string descriptor for the input line.
814      0944  4
815      0945  4      STG_DESC[DSC$B_CLASS] = DSC$K_CLASS_S;
816      0946  4      STG_DESC[DSC$B_DTYPE] = DSC$K_DTYPE_T;
817      0947  4      STG_DESC[DSC$W_LENGTH] = NO_OF_INP_CHARS;
818      0948  4      STG_DESC[DSC$A_POINTER] = INPUT_BUFFER;
819      0949  4
```

```
820      0950  4      ! Call the keypad input routine.  
821      0951  4  
822      0952  4  
823      0953  4      INP_LENGTH = 0;  
824      0954  4      STATUS = SMG$READ_COMPOSED_LINE (   
825      0955  4          DBG$GL_KEYBOARD_ID,  
826      0956  4          DBG$GL_KEY_TABLE_ID,  
827      0957  4          STG_DESC,  
828      0958  4          PROMPT_STG_DESC,  
829      0959  4      ! *** Note - the fifth parameter (DEFAULT STATE) is going away from  
830      0960  4      *** SMG$READ_COMPOSED_LINE in this build (according to Steve Lionel,  
831      0961  4      *** so this "0" is commented out. If Steve's change does not get in,  
832      0962  4      *** the "0" fifth parameter must be put back.  
833      0963  4  
834      0964  4      .  
835      0965  4  
836      0966  4      INP_LENGTH);  
837      0967  4      ! If we got back a bad status and it was not EOF,  
838      0968  4      then we try reverting to ordinary RMS input.  
839      0969  4  
840      0970  5      IF (NOT .STATUS)  
841      0971  5      AND (.STATUS NEQ RMSS_EOF)  
842      0972  5      AND (.STATUS NEQ SMGS_EOF)  
843      0973  4      THEN  
844      0974  5          BEGIN  
845      0975  5              DBG$GB_KEYPAD_INPUT = FALSE;  
846      0976  5              SIGNAL(dbgs_nokeypad, 1, .status);  
847      0977  5              STATUS = $GET(RAB = .INPRAB);  
848      0978  5              INP_LENGTH = .INPRAB[RAB$W_RSZ];  
849      0979  4          END;  
850      0980  4      END  
851      0981  4  
852      0982  3  
853      0983  4      ELSE  
854      0984  4          BEGIN  
855      0985  4              STATUS = $GET(RAB = .INPRAB);  
856      0986  3              INP_LENGTH = .INPRAB[RAB$W_RSZ];  
857      0987  3  
858      0988  3      IF NOT .STATUS  
859      0989  4      THEN  
860      0990  4          BEGIN  
861      0991  4              DBG$GL_READERR_CNT = .DBG$GL_READERR_CNT + 1;  
862      0992  4              IF .DBG$GB_KEYPAD_INPUT  
863      0993  4                  SIGNAL(DBGS_INPREADERR, 0, .STATUS)  
864      0994  4              ELSE  
865      0995  4                  INP_READ_ERROR;  
866      0996  4              END  
867      0997  4  
868      0998  3  
869      0999  3      ELSE  
870      1000  3          DBG$GL_READERR_CNT = 0;  
871      1001  3  
872      1002  3  
873      1003  3      ! Another write to LOG file, but only if we are taking commands  
874      1004  3      from DBGSINPUT.  
875      1005  3  
876      1006  4      IF .DBG$GB_DEF_OUT[OUT_LOG] AND  
877      .DBG$GE_CISHEAD[CIS$B_INPUT_TYPE] EQL CIS_DBG$INPUT)
```

```

877    1007 3      THEN
878    1008 4      BEGIN
879    1009 4      DBGSGL_LOGRAB[RAB$L_RBF] = INPUT_BUFFER;
880    1010 4      DBGSGL_LOGRAB[RAB$W_RSZ] = .INP_LENGTH;
881    1011 4      STATUS = $PUT (RAB = DBGSGL_LOGRAB);
882    1012 4      IF .STATUS EQL RMSS_RSA
883    1013 4      THEN ! Record stream active error
884    1014 5      BEGIN
885    1015 5      SWAIT(RAB = DBGSGL_LOGRAB); ! Wait and retry
886    1016 5      STATUS = $PUT (RAB = DBGSGL_LOGRAB);
887    1017 4      END;
888    1018 4
889    1019 4      IF NOT .STATUS THEN LOG_WRITE_ERROR;
890    1020 3      END;
891    1021 3
892    1022 2
893    1023 2
894    1024 2
895    1025 2      ! A complete line has been collected. Put the just read in
896    1026 2      buffer at the top of the command input stream. Call the parser with
897    1027 2      the address of a string descriptor that describes the
898    1028 2      concatenated input string.
899    1029 2
900    1030 2      DBGSCIS ADD (.NEW_POINTER, .PREV_COUNT, CIS_INPBUF, 0, 0);
901    1031 2      DBGSNCONTROL (.DBGSGL_CISHEAD);
902    1032 2      RETURN;
903    1033 1      END;

```

.PSECT DBGSPPLIT,NOWRT, SHR, PIC,0

3E	3E	47	42	44	0A	0D	00012	P.AAC:	.ASCII <13><10>\DBG>\
3E	47	42	44	53	0A	0D	00018	P.AAD:	.ASCII <13><10>\SDBG>\
3E	47	42	44	53	0A	0D	0001F	P.AAE:	.ASCII <13><10>_
3E	47	42	44	53	0A	0D	00022	P.AAF:	.ASCII <13><10>\SDBG>\
3E	47	42	44	53	0A	0D	00029	P.AAG:	.ASCII <13><10>\DBG>\
				SF	0A	0D	0002F	P.AAH:	.ASCII <13><10>_

PMT_STRING_1=	P.AAC
PMT_SIZE_1=	6
PMT_STRING_SUP=	P.AAD
PMT_SIZE_SUP=	7
PMT_STRING_2=	P.AAE
PMT_SIZE_2=	3
:EXTRN	SYSSGET, SYSSEXIT
:EXTRN	SYSSPUT, SYSSWAIT

.PSECT DBGSCODE,NOWRT, SHR, PIC,0

	OFFC 00000	.ENTRY	DBGSCOMMAND PROC. Save R2,R3,R4,R5,R6,R7,- : 0380
5E	FDAO	MOVAB	R8 R9 R10,RT1
6D	00000000G	-608(SP), SP	
00	CE 9E 00002	MOVAB	DBGSFINAL_HANDL, (FP) : 0468
	00 9E 00007	PUSHL	#1 : 0474
	01 DD 0000E	PUSHL	#2
	02 DD 00010	CALLS	#2, DBGSINIT_STEP
00000000G	00		
	02 FB 00012		

00000000G	00	00000000G	01	DD 00019	PUSHL	#1		0475
	55	00000000G	01	FB 0001B	CALLS	#1, DBG\$SET_STP_LVL		0482
	6E	00000000G	00	DO 00022	MOVL	DBG\$GL_SCREEN_MODE, MUST_UPDATE_SCREEN		0487
	67	00000000G	00	E9 00029	BLBC	DBG\$GB_KEYPAD_INPUT, 6S		0488
4C 00000000G	00	00000000G	EF	E8 00030	BLBS	KEYPAD_INITIALIZATION_DONE, 6S		0494
FF27	CF	00000000G	04	E1 00037	BBC	#4, DBG\$GV_CONTROL+1, 5S		0497
	59	00000000G	00	FB 0003F	CALLS	#0, DBG\$CREATE_VIRTUAL_KEYBOARD		0498
	13	00000000G	50	DO 00044	MOVL	R0, STATUS		0502
00000000G	00	00000000G	59	E9 00047	BLBC	STATUS, 1S		0503
	03	00000000G	00	9F 0004A	PUSHAB	DBG\$GL_KEY_TABLE_ID		0506
	1E	00000000G	01	FB 00050	CALLS	#1, SMG\$CREATE_KEY_TABLE		0512
	04	00000000G	59	E9 00057	BLBC	STATUS, 1S		0511
			50	E8 0005A	BLBS	STATUS1, 4S		0515
			00	94 0005D	1\$: CLR	DBG\$GB_KEYPAD_INPUT		0516
			59	E9 00063	BLBC	STATUS, 2S		0527
			50	DD 00066	PUSHL	STATUS1		0528
			02	11 00068	BRB	3S		0536
			59	DD 0006A	2\$: PUSHL	STATUS		0537
		00028763	8F	DD 0006E	3\$: PUSHL	#1		0538
00000000G	00	00000000G	03	FB 00074	CALLS	#3, LIB\$SIGNAL		0539
00000000G	00	00000000G	00	FB 0007B	4\$: CALLS	#0, DBG\$KEY_INITIALIZE		0540
00000000G	EF	00000000G	01	DO 00082	MOVL	#1, KEYPAD_INITIALIZATION_DONE		0541
			13	11 00089	BRB	6S		0542
		00000000G	00	94 0008B	5\$: CLR	DBG\$GB_KEYPAD_INPUT		0543
		0002877B	8F	DD 00091	PUSHL	#165755		0544
00000000G	00	00000000G	01	FB 00097	CALLS	#1, LIB\$SIGNAL		0545
			53	D4 0009E	6\$: CLRL	STOP FLAG		0546
21 00000000G	00	00000000G	01	E1 000A0	BBC	#1, DBG\$GV_CONTROL+1, 9S		0547
00000000G	00	00000000G	02	8A 000A8	BICB2	#2, DBG\$GV_CONTROL+1		0548
	50	00000000G	00	DO 000AF	7\$: MOVL	DBG\$GL_CISHEAD, R0		0549
	02	00000000G	A0	95 000B6	TSTB	2(R0)		0550
			0B	13 000B9	BEQL	8S		0551
			7E	D4 000BB	CLRL	-(SP)		0552
00000000G	00	00000000G	01	FB 000BD	CALLS	#1, DBG\$CIS_REMOVE		0553
			E9	11 000C4	BRB	7S		0554
	53	00000000G	01	DO 000C6	8\$: MOVL	#1, STOP FLAG		0555
10 00000000G	CE	010E	8F	B0 000C9	9\$: MOVW	#270, PROMPT_STG_DESC+2		0556
00A6	00	00000000G	01	E1 000D0	BBC	#1, DBG\$GV_CONTROL, 10S		0557
00A4	CE	00000000G	07	B0 000D8	MOVW	#7, PROMPT_STG_DESC		0558
00A8	CE	00000000G	EF	9E 000DD	MOVAB	P.AAF, PROMPT_STG_DESC+4		0559
			OE	11 000E6	BRB	11S		0560
00A4	CE	00000000G	06	B0 000E8	10\$: MOVW	#6, PROMPT_STG_DESC		0561
00A8	CE	00000000G	EF	9E 000ED	MOVAB	P.AAG, PROMPT_STG_DESC+4		0562
			54	D4 000F6	11\$: CLRL	HAVE_A_LINE		0563
	03	00000000G	54	E9 000F8	12\$: BLBC	HAVE_A_LINE, 13S		0564
		01F9	31	000FB	BRW	32S		0565
1F 00000000G	27	00000000G	00	E9 000FE	13\$: BLBC	DBG\$GL_SCREEN_MODE, 14S		0566
	00	00000000G	03	E1 00105	BBC	#3, DBG\$GV_CONTROL+1, 14S		0567
	1C	00000000G	53	E8 0010D	BLBS	STOP FLAG, 14S		0568
	50	00000000G	00	DO 00110	MOVL	DBG\$GL_CISHEAD, R0		0569
	02	00000000G	A0	95 00117	TSTB	2(R0)		0570
00000000G	00	00000000G	10	12 0011A	BNEQ	14S		0571
			08	8A 0011C	BICB2	#8, DBG\$GV_CONTROL+1		0572
00000000G	00	00000000G	7E	D4 00123	CLRL	-(SP)		0573
			01	FB 00125	CALLS	#1, DBG\$SCR_GENERATE_SCREEN		0574
	51	00000000G	00	DO 0012C	14\$: MOVL	DBG\$GL_CISHEAD, R1		0575

50	02	A1	9A	00133	MOVZBL	2(R1), R0			
02		50	91	00137	CMPB	R0 #2			
03		1E	13	0013A	BEQL	15\$	0602		
06		50	91	0013C	CMPB	R0 #3	0603		
04		19	13	0013F	BEQL	15\$	0604		
05		50	91	00141	CMPB	R0 #6	0605		
07		14	13	00144	BEQL	15\$	0606		
08		50	91	00146	CMPB	R0 #4	0607		
		0F	13	00149	BEQL	15\$			
		50	91	0014B	CMPB	R0 #5			
		0A	13	0014E	BEQL	15\$			
		50	91	00150	CMPB	R0 #7			
		05	13	00153	BEQL	15\$			
		50	91	00155	CMPB	R0 #8			
		05	12	00158	BNEQ	16\$			
		51	DD	0015A	15\$:	PUSHL			
		04	7F	31	0015C	BRW	0610		
52	00000000G	00	DD	0015F	16\$:	MOVL	0618		
01	02	A2	91	00166	CMPB	DBG\$GL_CISHEAD, R2 2(R2), #1			
		05	13	0016A	BEQL	17\$			
		02	A2	95	0016C	TSTB	0619		
		87	12	0016F	BNEQ	2(R2)			
03	12	A2	E9	00171	17\$:	BLBC	0626		
		011F	31	00175	BRW	27\$			
57	04	A2	DD	00178	18\$:	MOVL	0639		
		56	D4	0017C	CLRL	4(R2), INPRAB PREV_COUNT			
		5B	D4	0017E	CLRL	OLD_POINTER			
		50	D4	00180	CLRL	R0	0641		
		02	A2	95	00182	TSTB	0642		
		24	12	00185	BNEQ	2(R2)			
		50	D6	00187	INCL	R0			
0E	00000000G	00	01	E1	00189	BBC	0645		
30	A7	00000000	EF	9E	00191	MOVAB	PMT_STRING-SUP, 48(INPRAB)	0648	
34	A7		07	90	00199	MOVVB	#7 - 52(INPRAB)	0649	
			0C	11	0019D	BRB	20\$	0645	
30	A7	00000000	EF	9E	0019F	19\$:	MOVAB	PMT_STRING 1, 48(INPRAB)	0654
34	A7		06	90	001A7	MOVVB	#6, 52(INPRAB)	0655	
			OF	55	E9 001AB	20\$:	BLBC	MUST_UPDATE SCREEN, 21\$	0666
			OC	53	E8 001AE	BLBS	STOP-FLAG, 21\$		
			09	50	E9 001B1	BLBC	R0, 21\$	0667	
				55	D4 001B4	CLRL	MUST_UPDATE_SCREEN	0670	
00000000G	00		00	FB	001B6	CALLS	#0 DBG\$SCR_OUTPUT_SCREEN	0671	
20	A7	84	8F	9B	001BD	21\$:	MOVZBW	#132, 32(INPRAB)	0679
24	A7	FED4	CD	9E	001C2	MOVAB	INPUT BUFFER, 36(INPRAB)	0680	
		6A 00000000G	00	E9	001C8	BLBC	DBG\$GB_KEYPAD INPUT, 22\$	0681	
		50 00000000G	00	DD	001CF	MOVL	DBG\$GL_CISHEAD, R0	0682	
		02	A0	95	001D6	TSTB	2(R0)		
			5E	12	001D9	BNEQ	22\$		
0098	CE	010E0084	8F	DD	001DB	MOVL	#17694852, STG_DESC	0691	
009C	CE	FED4	CD	9E	001E4	MOVAB	INPUT BUFFER, STG_DESC+4	0692	
			6E	D4	001EB	CLRL	INP_LENGTH	0700	
			5E	DD	001ED	PUSHL	SP	0701	
		00AB	CE	9F	001EF	PUSHAB	PROMPT STG_DESC		
		00A0	CE	9F	001F3	PUSHAB	STG_DESC		
		00000000G	00	9F	001F7	PUSHAB	DBG\$GL_KEY_TABLE_ID		
		00000000G	00	9F	001FD	PUSHAB	DBG\$GL_KEYBOARD_ID		
00000000G	00		05	FB	00203	CALLS	#5, SMGSREAD_COMPOSED_LINE		

30	A7	00000000	00F0	31	00307	33\$:	BRW	44\$	
34	A7	00000000	EF	9E	0030A	34\$:	MOVAB	PMT_STRING 2, 48(INPRAB)	0821
00A4	CE	00000000	03	90	00312		MOVB	#3,-52(INPRAB)	0822
00A8	CE	00000000	03	B0	00316		MOVW	#3, PROMPT STG DESC	0823
	DC	00000000G	EF	9E	0031B		MOVAB	P.AAH, PROMPT STG DESC+4	0824
	21	FED4	00	E9	00324		BLBC	DBG\$GB_DEF OUT, 33\$	0832
	21	FED4	CD	91	0032B		CMPB	INPUT_BUFFER, #33	0843
	21	FED5	41	12	00330		BNEQ	38\$	
			CD	91	00332		CMPB	INPUT_BUFFER+1, #33	
OC	AE		3A	13	00337		BEQL	38\$	
	50		21	90	00339		MOVB	#33, CMT_BUF	0846
	50		6E	D0	0033D		MOVL	INP_LENGTH, R0	0847
00000083	8F		50	D1	00340		CMPL	R0, #131	
			04	15	00347		BLEQ	35\$	
	50	83	8F	9A	00349	35\$:	MOVZBL	#131, R0	
	51		50	D0	0034D	35\$:	MOVL	R0, LENGTH	
	50		01	CE	00350		MNEGL	#1, K	0848
			08	11	00353		BRB	37\$	
	OD AE40		FED4 CD40	90	00355	36\$:	MOVB	INPUT BUFFER[K], CMT_BUF+1[K]	0849
F4	50		51	F2	0035D	37\$:	A0BLSS	LENGTH, K, 36\$	
00000000G 00	00000000G	CO	OC	AE	00361		MOVAB	CMT_BUF, DBG\$GL_LOGRAB+40	0851
	51		01	A1	00369		ADDW3	#1, LENGTH, DBG\$GL_LOGRAB+34	0852
	00000000G 00		10	11	00371		BRB	39\$	0843
	00000000G 00		FED4	CD	9E	38\$:	MOVAB	INPUT BUFFER, DBG\$GL_LOGRAB+40	0857
	00000000G 00		6E	B0	0037C		MOVW	INP_LENGTH, DBG\$GL_LOGRAB+34	0858
	00000000G 00	OJ000000G	00	9F	00383	39\$:	PUSHAB	DBG\$GL_LOGRAB	0867
	00000000G 00		01	FB	00389		CALLS	#1, SY5\$PUT	
	59		50	D0	00390		MOVL	R0, STATUS	
000182DA	8F		59	D1	00393		CMPL	STATUS, #99034	0868
			1D	12	0039A		BNEQ	40\$	
	00000000G 00	00000000G	00	9F	0039C		PUSHAB	DBG\$GL_LOGRAB	0871
	00000000G 00		01	FB	003A2		CALLS	#1, SY5\$WAIT	
	00000000G 00	00000000G	00	9F	003A9		PUSHAB	DBG\$GL_LOGRAB	0872
	59		01	FB	003AF		CALLS	#1, SY5\$PUT	
	59		50	D0	003B6		MOVL	R0, STATUS	
	3E		59	E8	003B9	40\$:	BLBS	STATUS, 44\$	0875
	50	00000000G	00	D0	003BC		MOVL	DBG\$GL_LOGRAB+60, FAB_PTR	
	00000000G 00	00000000G	00	D5	003C3		TSTL	DBG\$GL_LOG_BUF	
			0C	13	003C9		BEQL	41\$	
04	AE	34	A0	9B	003CB		MOVZBW	52(FAB_PTR), MSG_DESC	
08	AE	2C	A0	D0	003D0		MOVL	44(FAB_PTR), MSG_DESC+4	
			0A	11	003D5		BRB	42\$	
04	AE	35	A0	9B	003D7	41\$:	MOVZBW	53(FAB_PTR), MSG_DESC	
08	AE	30	A0	D0	003DC		MOVL	48(FAB_PTR), MSG_DESC+4	
	7E	00000000G	00	7D	003E1	42\$:	MOVQ	DBG\$GL_LOGRAB+8, -(SP)	
	OC		AE	9F	003E8		PUSHAB	MSG_DESC	
			01	DD	003EB	43\$:	PUSHL	#1	
	000210D0		8F	DD	003ED		PUSHL	#135376	
00000000G 00			05	FB	003F3		CALLS	#5, LIB\$SIGNAL	
			5A	D4	003FA	44\$:	CLRL	CONT LINE	0890
	50		6E	D0	003FC		MOVL	INP_LENGTH, R0	0891
			23	15	003FF		BLEQ	46\$	
2D	FED3 CD40		91	00401			CMPB	INPUT_BUFFER-1[R0], #45	0894
			1B	12	00407		BNEQ	46\$	
07	00000000G	00	91	00409			CMPB	DBG\$GB_LANGUAGE, #7	0899
			0D	12	00410		BNEQ	45\$	
	02		50	D1	00412		CMPL	R0, #2	0900

2D	FED2	CD40	08 19 00415		BLSS 45\$	INPUT_BUFFER-2[R0], #45		0901	
			05 13 0041D		CMPB 46\$	BEQL		0905	
			6E D7 0041F	45\$:	DECL	INP_LENGTH		0906	
50	5A	01	D0 00421	46\$::	MOVL	#1_CONT LINE		0917	
	56	6E	C1 00424	46\$::	ADDL3	INP_LENGTH, PREV_COUNT, R0		0917	
	50	04	C0 00428		ADDL2	#4, R0		0916	
7E	50	04	C7 0042B		DIVL3	#4, R0, -(SP)		0917	
00000000G	00	01	FB 0042F		CALLS	#1, DBGSGET_MEMORY			
	58	50	DD 00436		MOVL	R0, NEW_POINTER			
		58	D5 00439		TSTL	OLD_POINTER			
		0D	13 0043B		BEQL	47\$		0918	
68	6B	56	28 0043D		MOV C3	PREV_COUNT, (OLD_POINTER), (NEW_POINTER)		0921	
00000000G	00	5B	DD 00441		PUSHL	OLD_POINTER		0922	
648	FED4	CD	01 FB 00443	47\$::	CALLS	#1, DBGSREL_MEMORY		0926	
		6E	28 0044A	47\$::	MOV C3	INP_LENGTH, INPUT_BUFFER, (PREV_COUNT)-[NEW_POINTER]			
	56	6E	C0 00451		ADDL2	INP_LENGTH, PREV_COUNT		0927	
		6648	94 00454		CLRB	(PREV_COUNT)[NEW_POINTER]		0928	
	5B	58	D0 00457		MOVL	NEW_POINTER, OLD_POINTER		0929	
03		5A	E8 0045A		BLBS	CONT_LINE, 48\$		0937	
		0169	31 0045D		BRW	59\$			
6A 00000000G	00	E9	00460	48\$::	BLBC	DBG\$GB_KEYPAD_INPUT, 49\$		0938	
50 00000000G	00	DD	00467		MOVL	DBG\$GL_CISHEAD, R0		0939	
	02	A0	95 0046E		TSTB	2(R0)			
		5E	12 00471		BNEQ	49\$			
0098	CE	010E0084	8F	DO 00473	MOVL	#17694852, STG_DESC		0947	
009C	CE	FED4	CD	9E 0047C	MOVAB	INPUT_BUFFER, STG_DESC+4		0948	
			6E	D4 00483	CLRL	INP_LENGTH		0952	
			5E	DD 00485	PUSHL	SP		0953	
	00A8	CE	9F 00487		PUSHAB	PROMPT_STG_DESC			
	00A0	CE	9F 0048B		PUSHAB	STG_DESC			
	00000000G	00	9F 0048F		PUSHAB	DBG\$GL_KEY_TABLE_ID			
	00000000G	00	9F 00495		PUSHAB	DBG\$GL_KEYBOARD_ID			
00000000G	00	05	FB 0049B		CALLS	#5, SMGSREAD_COMPOSED_LINE			
	59	50	DO 004A2		MOVL	R0, STATUS			
0001827A	39	59	E8 004A5		BLBS	STATUS, 50\$		0970	
	8F	59	D1 004A8		CMPL	STATUS, #98938		0971	
00000000G	8F		30 13 004AF		BEQL	50\$			
		59	D1 004B1		CMPL	STATUS, #SMGS_EOF		0972	
		27	13 004B8		BEQL	50\$			
	00000000G	00	94 004BA		CLRB	DBG\$GB_KEYPAD_INPUT		0975	
		59	DD 004C0		PUSHL	STATUS		0976	
		01	DD 004C2		PUSHL	#1			
00000000G	00	00028763	8F	DD 004C4	PUSHL	#165731			
			03	FB 004CA	CALLS	#3, LIB\$SIGNAL			
00000000G	00		57 DD 004D1	49\$::	PUSHL	INPRAB		0984	
		01	FB 004D3		CALLS	#1, SYSSGET			
	59	50	DO 004DA		MOVL	R0, STATUS			
	6E	22	A7 3C 004DD		MOVZWL	34(INPRAB), INP_LENGTH		0985	
	49	59	E8 004E1	50\$::	BLBS	STATUS, 52\$		0987	
	00000000G	00	D6 004E4		INCL	DBG\$GL_READERR_CNT		0990	
13 00000000G	00	E9 004EA			BLBC	DBG\$GB_KEYPAD_INPUT, 51\$		0991	
		59	DD 004F1		PUSHL	STATUS			
		7E	D4 004F3		CLRL	-(SP)		0993	
00000000G	00	00028138	8F	DD 004F5	PUSHL	#164152			
		03	FB 004FB		CALLS	#3, LIB\$SIGNAL			

0090	50	3C	2F	11	00502	51\$:	BRB	53\$			0994
0094	CE	34	A7	D0	00504		MOVL	60(INPRAB), FAB_PTR			
	CE	2C	A0	9B	00508		MOVZBW	52(FAB_PTR\$), MSG_DESC			
	7E	08	A0	D0	0050E		MOVL	44(FAB_PTR), MSG_DESC+4			
		0098	A7	7D	00514		MOVQ	8(INPRAB), -(SP)			
			CE	9F	00518		PUSHAB	MSG_DESC			
			01	DD	0051C		PUSHL	#1			
00000000G	00	000210B4	8F	DD	0051E		PUSHL	#135348			
			05	FB	00524		CALLS	#5, LIB\$SIGNAL			
			06	11	0052B		BRB	53\$			0987
03	00000000G	00	D4	0052D	52\$:		CLRL	DBG\$GL_READERR_CNT			0999
03	00000000G	00	E8	00533	53\$:		BLBS	DBG\$GB_DEF_OUT, 55\$			1005
		FEBD	31	0053A	54\$:		BRW	44\$			
50	00000000G	00	D0	0053D	55\$:		MOVL	DBG\$GL_CISHEAD, R0			1006
		02	A0	95	00544		TSTB	2(R0)			
			F1	12	00547		BNEQ	54\$			
00000000G	00	FED4	CD	9E	00549		MOVAB	INPUT BUFFER, DBG\$GL_LOGRAB+40			1009
00000000G	00		6E	B0	00552		MOVW	INP LENGTH, DBG\$GL_LOGRAB+34			1010
		00000000G	00	9F	00559		PUSHAB	DBG\$GL_LOGRAB			1011
00000000G	00		01	FB	0055F		CALLS	#1, SYSSPUT			
		59	50	D0	00566		MOVL	R0, STATUS			
000182DA	8F		59	D1	00569		CMPL	STATUS, #99034			1012
			1D	12	00570		BNEQ	56\$			
00000000G	00	00000000G	00	9F	00572		PUSHAB	DBG\$GL_LOGRAB			1015
			01	FB	00578		CALLS	#1, SYSSWAIT			
00000000G	00	00000000G	00	9F	0057F		PUSHAB	DBG\$GL_LOGRAB			1016
			01	FB	00585		CALLS	#1, SYSSPUT			
		59	50	D0	0058C		MOVL	R0, STATUS			
		A8	59	E8	0058F	56\$:	BLBS	STATUS, 54\$			1019
		50	00000000G	00	D0	00592	MOVL	DBG\$GL_LOGRAB+60, FAB_PTR			
		00000000G	00	D5	00599		TSTL	DBG\$GL_LOG_BUF			
			OE	13	0059F		BEQL	57\$			
0090	CE	34	A0	9B	005A1		MOVZBW	52(FAB_PTR), MSG_DESC			
0094	CE	2C	A0	D0	005A7		MOVL	44(FAB_PTR), MSG_DESC+4			
0090	CE	35	A0	9B	005AF	57\$:	BRB	58\$			
0094	CE	30	A0	D0	005B5		MOVZBW	53(FAB_PTR), MSG_DESC			
	7E	00000000G	00	7D	005BB	58\$:	MOVL	48(FAB_PTR), MSG_DESC+4			
		0098	CE	9F	005C2		MOVQ	DBG\$GL_LOGRAB+8, -(SP)			
			FE22	31	005C6		PUSHAB	MSG_DESC			
			7E	7C	005C9	59\$:	BRW	43\$			
			02	DD	005CB		CLRQ	-(SP)			1030
			56	DD	005CD		PUSHL	#2			
			58	DD	005CF		PUSHL	PREV COUNT			
00000000G	00		05	FB	005D1		PUSHL	NEW_POINTER			
00000000G	00	00000000G	00	DD	005D8		CALLS	#5, DBG\$CIS_ADD			1031
00000000G	00		01	FB	005DE	60\$:	PUSHL	DBG\$GL_CISHEAD			
			94	005E5			CALLS	#1, DBG\$NCONTROL			1033
							RET				

; Routine Size: 1510 bytes, Routine Base: DBG\$CODE + 0095

```
905      1034 1 GLOBAL ROUTINE dbg$exc_handler (signal_arg_ptr, mechan_arg_ptr) =  
906      1035 1 ++  
907      1036 1 FUNCTIONAL DESCRIPTION:  
908      1037 1 Exception analyzer called by the primary vector exception handler,  
909      1038 1 which is a MARS routine found in DBGSTART.MAR. The MARS routine  
910      1039 1 immediately resignals if the user program was not running. Otherwise  
911      1040 1 it saves the registers of the user program and disables ASTs for  
912      1041 1 the time that DEBUG is running.  
913      1042 1  
914      1043 1 Then it calls this routine, where the exception is analyzed for  
915      1044 1 the type of exception. Breakpoints and trace traps are given  
916      1045 1 special handling, which usually ends with control being passed  
917      1046 1 to the user. If the breakpoint or trace trap was illegal, then  
918      1047 1 the exception is signaled unless the user has asked for control  
919      1048 1 on every exception.  
920      1049 1  
921      1050 1 Some trace traps cause an interim halt that requires some action,  
922      1051 1 but doesn't pass control back to the user. After checking the  
923      1052 1 validity of these trace traps, the value ss$_continue is returned.  
924      1053 1  
925      1054 1 After the exception is analyzed and it is determined that immediate  
926      1055 1 resignaling or continuing is not desired, the user_proc routine is  
927      1056 1 called. This routine accepts user commands either from prespecified  
928      1057 1 action commands from breakpoints, or interactively from the terminal.  
929      1058 1 Eventually, a command is given that either causes the user program  
930      1059 1 to continue or DEBUG to exit. If the user program is to continue,  
931      1060 1 the value returned from user_proc is ss$_continue, and that value  
932      1061 1 is passed back to the MARS handler.  
933      1062 1  
934      1063 1 If an exception occurs during DEBUG processing, the exception  
935      1064 1 handler is final_handl, not this routine.  
936      1065 1  
937      1066 1 FORMAL PARAMETERS:  
938      1067 1 signal_arg_ptr - address of block that contains at least four longwords.  
939      1068 1 THE PERTINENT WORDS ARE THE EXCEPTION NAME, THE  
940      1069 1 PC AT THE TIME OF THE EXCEPTION, AND THE PSL AT  
941      1070 1 THE TIME OF THE EXCEPTION. THE NAME IS ALWAYS  
942      1071 1 THE SECOND LONGWORD, THE PC AND THE PSL THE NEXT  
943      1072 1 TO LAST AND LAST RESPECTIVELY.  
944      1073 1 mechan_arg_ptr - address of block that contains five longwords.  
945      1074 1 THE PERTINENT WORDS ARE THE SAVED R0 AND R1.  
946      1075 1 THEY ARE IN THE FOURTH AND FIFTH LONGWORDS RESPECTIVELY.  
947      1076 1 NEITHER IS USED AT THIS TIME.  
948      1077 1  
949      1078 1 IMPLICIT INPUTS:  
950      1079 1 SOME VARIABLE NUMBER OF ADDITIONAL ARGUMENTS MAY EXIST BETWEEN THE EXCEPTION  
951      1080 1 NAME AND THE PC. FLAGS INDICATING THE VALIDITY OF TBITS AND BREAKPOINTS  
952      1081 1 ARE REFERENCED. THE FLAG DBG$GB RESIGNAL CAUSES ILLEGAL EXCEPTIONS TO  
953      1082 1 BE RESIGNALLED IF THE FLAG IS SET TO TRUE.  
954      1083 1  
955      1084 1 IMPLICIT OUTPUTS:  
956      1085 1 The TBIT in the RUNFRAME PSL may be changed.  
957      1086 1  
958      1087 1 ROUTINE VALUE:  
959      1088 1 ss$ resignal OR ss$_continue FOR RESIGNALING AND CONTINUING  
960      1089 1 RESPECTIVELY.  
961      1090 1
```

```
: 962      1091 1 | SIDE EFFECTS:  
: 963      1092 1 | ANY NUMBER OF THINGS.  
: 964      1093 1 |--  
: 965      1094 1 |  
: 966      1095 2 | BEGIN  
: 967      1096 2 |  
: 968      1097 2 |  
: 969      1098 2 |     MAP signal_arg_ptr : REF VECTOR;  
: 970      1099 2 |  
: 971      1100 2 | LOCAL dummy,  
: 972      1101 2 |     string_desc : BLOCK [8,BYTE],  
: 973      1102 2 |     sig_arg_count;  
: 974      1103 2 |  
: 975      1104 2 |  
: 976      1105 2 |  
: 977      1106 2 | If the EVENT developer bit is on, call DBG$EXCEPTION_HANDLER  
: 978      1107 2 | instead of anything else here....  
: 979      1108 2 | With the conversion to the new eventpoint code, just call  
: 980      1109 2 | the new exception handler here...  
: 981      1110 2 |  
: 982      1111 2 | RETURN DBG$EXCEPTION_HANDLER (.SIGNAL_ARG_PTR, .MECHAN_ARG_PTR);  
: 983      1112 1 | END;
```

00000000G	5E 7E 00	04	0000 0000 08 C2 00002 AC 7D 00005 02 FB 00009 04 00010	.ENTRY DBG\$EXC_HANDLER, Save nothing .SUBL2 #8, SP .MOVQ SIGNAL_ARG_PTR, -(SP) .CALLS #2, DBG\$EXCEPTION_HANDLER .RET	: 1034 : 1111 : 1112
-----------	----------	----	--	--	----------------------------

: Routine Size: 17 bytes. Routine Base: DBG\$CODE + 067B

```
985      1113 1 GLOBAL ROUTINE dbg$exception_is_fault (exception) =  
986      1114 1    ++  
987      1115 1  
988      1116 1    Functional Description:  
989      1117 1  
990      1118 1        Given an exception name - the longword which encodes the  
991      1119 1        type, etc, of an exception - deduce if this exception is  
992      1120 1        the so-called FAULT_EXC type. This is for the PC_TO_LINE  
993      1121 1        translation - we have to know if the PC is on the instruction  
994      1122 1        which caused the exception, or if it is on the next instruction.  
995      1123 1  
996      1124 1  
997      1125 1        The answer to the question is simply whether  
998      1126 1        the given EXC_NAME is in our table of exceptions. The only  
999      1127 1        trickery is that this routine makes sure only to look at  
1000     1128 1        the part of the longword which encodes the error code - and  
1001     1129 1        not at the rest of it since that may change.  
1002     1130 1  
1003     1131 1  
1004     1132 1    Formal Parameters:  
1005     1133 1  
1006     1134 1        EXCEPTION - the longword system-defined exception name.  
1007     1135 1  
1008     1136 1  
1009     1137 1  
1010     1138 1    Routine Value:  
1011     1139 1  
1012     1140 1  
1013     1141 1  
1014     1142 2 BEGIN MAP exception : BLOCK [%UPVAL, BYTE];  
1015     1143 2  
1016     1144 2    BIND ! The 0-ended list of exception codes.  
1017     1145 2  
1018     1146 2    exception_list = UPLIT WORD  
1019     1147 2        ( SSS_ACCVIO,  
1020     1148 2        SSS_NOTRAN,  
1021     1149 2        SSS_RADRMOD,  
1022     1150 2        SSS_ROPRAND,  
1023     1151 2        SSS_OPDEC,  
1024     1152 2        SSS_OPCCUS,  
1025     1153 2        SSS_BREAK,  
1026     1154 2        SSS_FLTOVF_F,  
1027     1155 2        SSS_FLTUND_F,  
1028     1156 2        SSS_FLTDIV_F,  
1029     1157 2        SSS_TBIT,  
1030     1158 2        SSS_COMPAT,  
1031     1159 2        0  
1032     1160 2        ) : VECTOR [, WORD];  
1033     1161 2  
1034     1162 2    | Simply loop thru the list checking each one,  
1035     1163 2    | ending when the 0 one is encountered.  
1036     1164 2  
1037     1165 2    INCR i  
1038     1166 2    FROM 0  
1039     1167 3    DO BEGIN LOCAL list_entry : BLOCK [%UPVAL, BYTE];  
1040     1168 3        IF ((list_entry = .exception_list [.i]) EQL 0)  
1041     1169 4
```

```

: 1042      1170 3      THEN EXITLOOP;
: 1043      1171 3
: 1044      1172 3      IF (.exception [STSSV_FAC_NO] EQL 0) AND
: 1045      1173 4      (.exception [STSSV_MSG_NO] EQL .list_entry [STSSV_MSG_NO])
: 1046      1174 3      THEN RETURN (TRUE);
: 1047      1175 2
: 1048      1176 2
: 1049      1177 2      END:
: 1050      1178 2      ! Entry not found in the exception list.
: 1051      1179 2      RETURN (FALSE);
: 1052      1180 1 END;

```

.PSECT DBG\$PLIT,NOWRT, SHR, PIC,0
 04BC 04C4 04B4 0414 0434 043C 0454 044C 0629 000C 00032 P.AAI: .WORD 12, 1577, 1100, 1108, 1084, 1076, 1044, - ;
 0000 042C 0464 00046 1204, 1220, 1212, 1124, 1068, 0 ;

EXCEPTION_LIST= P.AAI

				.PSECT	DBG\$CODE,NOWRT, SHR, PIC,0	
				.ENTRY	DBG\$EXCEPTION_IS_FAULT, Save R2	1113
				CLRL	I	1172
				MOVZWL	EXCEPTION_LIST[I]. LIST_ENTRY	1169
				BEQL	3\$	
				BITW	EXCEPTION+2, #4095	1172
				BNEQ	2\$	
				XORW3	EXCEPTION_LIST_ENTRY, R2	1173
				BITW	R2, #65528	
				BNEQ	2\$	
				MOVL	#1, R0	1174
				RET		
				AOBLEQ	#2147483647, I, 1\$	1165
				CLRL	R0	1179
				RET		1180

: Routine Size: 49 bytes. Routine Base: DBG\$CODE + 068C

```
: 1054      1181 1 GLOBAL ROUTINE DBG$PUTMSG (SIG_ARG_LIST) : NOVALUE =
: 1055      1182 1
: 1056      1183 1 FUNCTION
: 1057      1184 1     Reports a message by calling SYSSPUTMSG with an action routine
: 1058      1185 1     address of a routine to write the formatted string to DBGSOUTPUT.
: 1059      1186 1     This routine checks the exception name to see if the exception is not
: 1060      1187 1     a hardware exception. If it is not a hardware exception 2 is sub-
: 1061      1188 1     tracted from the signal argument list count before calling SYSSPUTMSG.
: 1062      1189 1     After SYSSPUTMSG returns the original count is restored.
: 1063      1190 1
: 1064      1191 1 INPUTS
: 1065      1192 1     SIG_ARG_LIST - The address of the signal argument list.
: 1066      1193 1
: 1067      1194 1 OUTPUTS
: 1068      1195 1     NONE
: 1069      1196 1
: 1070      1197 1
: 1071      1198 2 BEGIN
: 1072      1199 2
: 1073      1200 2 LOCAL
: 1074      1201 2     ORIG_ARG_COUNT,
: 1075      1202 2     INDEX,
: 1076      1203 2     EXCEP_NAME: BLOCK[%UPVAL,BYTE],
: 1077      1204 2     TABLE_VALUE: BLOCK[%UPVAL,BYTE];
: 1078      1205 2
: 1079      1206 2
: 1080      1207 2 MAP
: 1081      1208 2     SIG_ARG_LIST: REF VECTOR; ! The input signal argument list
: 1082      1209 2
: 1083      1210 2 BIND
: 1084      1211 2     HARDWARE_EXCEP = UPLIT WORD(SS$ ACCVIO, SS$ ARTRES, SS$ INTOVF
: 1085      1212 2             SS$ INTDIV, SS$ FLT0VF, SS$ FLT0DIV, SS$ FLTUND,
: 1086      1213 2             SS$ DECOVF, SS$ SUBRNG, SS$ ASTFLT, SS$ BREAK,
: 1087      1214 2             SS$ CMODSUPR, SS$ CMODUSER, SS$ COMPAT,
: 1088      1215 2             SS$ DEBUG, SS$ OPCCUS, SS$ OPCDEC, SS$ PAGRDR,
: 1089      1216 2             SS$ RADRMOD, SS$ ROPRAND, SS$ SSFAIL, SS$ TBIT,
: 1090      1217 2             0): VECTOR[,WORD];
: 1091      1218 2
: 1092      1219 2
: 1093      1220 2
: 1094      1221 2     ! Get the original argument count and the exception name.
: 1095      1222 2
: 1096      1223 2     ORIG_ARG_COUNT = .SIG_ARG_LIST[0];
: 1097      1224 3     EXCEP_NAME = .SIG_ARG_LIST[1];
: 1098      1225 2     IF (.EXCEP_NAME [STS$V_FAC_NO] NEQ 0) ! Not SYSTEM facility
: 1099      1226 2     THEN
: 1100      1227 2         SIG_ARG_LIST[0] = .SIG_ARG_LIST[0] - 2
: 1101      1228 2
: 1102      1229 3     ELSE
: 1103      1230 3         BEGIN
: 1104      1231 3         INDEX = 0;
: 1105      1232 3
: 1106      1233 3
: 1107      1234 3     ! This loop will exit with -1 if the exception name is not found.
: 1108      1235 3     In that case we must subtract 2 from the signal argument list
: 1109      1236 3     argument count before calling SYSSPUTMSG.
: 1110      1237 4     IF (WHILE (.HARDWARE_EXCEP[.INDEX] NEQ 0) DO
```

```

1111    1238 5      BEGIN
1112    1239 5      TABLE_VALUE = .HARDWARE_EXCEP [.INDEX]; ! pick up next value
1113    1240 5
1114    1241 6      IF (.EXCEP_NAME [STSSV_MSG_NO] EQL .TABLE_VALUE [STSSV_MSG_NO])
1115    1242 5      THEN
1116    1243 5      EXITLOOP 0;
1117    1244 5
1118    1245 5      INDEX = .INDEX + 1;
1119    1246 5      END
1120    1247 4
1121    1248 3      )
1122    1249 3      THEN SIG_ARG_LIST [0] = .SIG_ARG_LIST [0] - 2;
1123    1250 3
1124    1251 2      END;
1125    1252 2
1126    1253 2      SYSSPUTMSG (.SIG_ARG_LIST, DBG$OUT_MESSAGE, 0);
1127    1254 2      SIG_ARG_LIST [0] = .ORIG_ARG_COUNT;
1128    1255 1      END;

```

040C 04AC 04A4 049C 0494 048C 0484 047C 0474 000C 0004C P.AAJ:	.WORD	12, 1140, 1148, 1156, 1164, 1172, 1180, - 1188, 1196, 1036, 1044, 1052, 1060, 1068, - 1132, 1076, 1084, 1092, 1100, 1108, 1116, - 1124, 0
0454 044C 0444 043C 0434 046C 042C 0424 041C 0414 00060 00000 0464 045C 00074		

HARDWARE_EXCEP= P.AAJ

				.PSECT DBG\$CODE,NOWRT, SHR, PIC,0	
00	53	52	04	003C 00000	
		55	04	AC D0 00002	.ENTRY DBGS\$PUTMSG, Save R2,R3,R4,R5
		53	04	62 D0 00006	MOVL SIG_ARG_LIST, R2
		53	04	A2 D0 00009	MOVL (R2), ORIG_ARG_COUNT
				10 ED 0000D	MOVL 4(R2), EXCEP_NAME
				1E 12 00012	CMPZV #16, #12, EXCEP_NAME, #0
				50 D4 00014	BNEQ 2\$
				51 00000000'EF40 3C 00016	CLRL INDEX
				12 13 0001E	MOVZWL HARDWARE_EXCEP[INDEX], R1
				51 D0 00020	BEQL 2\$
51	FFF8	54	51 AD 00023	MOVL R1, TABLE_VALUE	
		54	51 B3 00027	XORW3 EXCEP_NAME, TABLE_VALUE, R1	
		8F	07 13 0002C	BITW R1, #65528	
			50 D6 0002E	BEQL 3\$	
			E4 11 00030	INCL INDEX	
			02 C2 00032	BRB 1\$	
			7E D4 00035	SUBL2 #2, (R2)	
			00 9F 00037	CLRL -(SP)	
		00000000G	00	52 DD 0003D	PUSHAB DBG\$OUT_MESSAGE
		00000000G	00	03 FB 0003F	PUSHL R2
	62	55 D0 00046	CALLS #3, SYSSPUTMSG		
		04 00049	MOVL ORIG_ARG_COUNT, (R2)		

; Routine Size: 74 bytes, Routine Base: DBG\$CODE + 06BD

: 1129 1256 0 END ELUDOM

.EXTRN LIB\$SIGNAL

PSECT SUMMARY

Name	Bytes	Attributes
DBG\$GLOBAL	4	NOVEC, WRT, RD, NOEXE,NOSHR, LCL, REL, CON, PIC,ALIGN(2)
DBG\$OWN	28	NOVEC, WRT, RD, NOEXE,NOSHR, LCL, REL, CON, PIC,ALIGN(2)
DBG\$PLIT	122	NOVEC,NOWRT, RD ; EXE, SHR, LCL, REL, CON, PIC,ALIGN(0)
DBG\$CODE	1799	NOVEC,NOWRT, RD ; EXE, SHR, LCL, REL, CON, PIC,ALIGN(0)

Library Statistics

File	Symbols			Pages Mapped	Processing Time
	Total	Loaded	Percent		
-\$255\$DUA28:[SYSLIB]LIB.L32:1	18619	66	0	1000	00:01.8
-\$255\$DUA28:[DEBUG.OBJ]STRUDEF.L32:1	32	0	0	7	00:00.1
-\$255\$DUA28:[DEBUG.OBJ]DBGLIB.L32:1	1545	42	2	97	00:01.9
-\$255\$DUA28:[DEBUG.OBJ]DSTRECRDS.L32:1	418	1	0	31	00:00.3
-\$255\$DUA28:[DEBUG.OBJ]DBGMSG.L32:1	386	3	0	22	00:00.3
-\$255\$DUA28:[DEBUG.OBJ]DBGGEN.L32:1	150	9	6	12	00:00.3

COMMAND QUALIFIERS

: BLISS/CHECK=(FIELD,INITIAL,OPTIMIZE)/LIS=LISS:DBGEXC/OBJ=OBJ\$:DBGEXC MSRC\$:DBGEXC/UPDATE=(ENH\$:DBGEXC)

: Size: 1799 code + 154 data bytes
: Run Time: 00:34.9
: Elapsed Time: 01:52.4
: Lines/CPU Min: 2160
: Lexemes/CPU-Min: 16592
: Memory Used: 384 pages
: Compilation Complete

0083 AH-BT13A-SE
VAX/VMS V4.0

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